

FIG. 1A

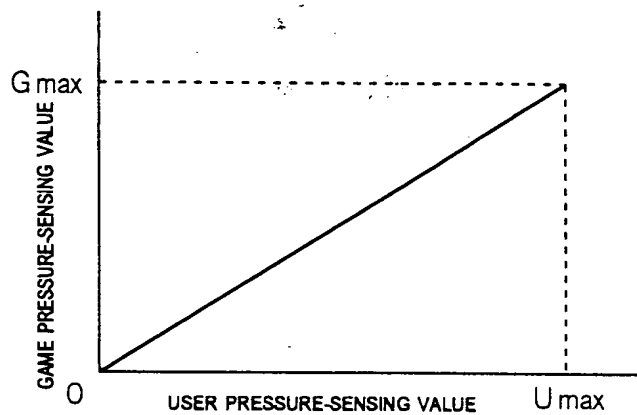


FIG. 1B

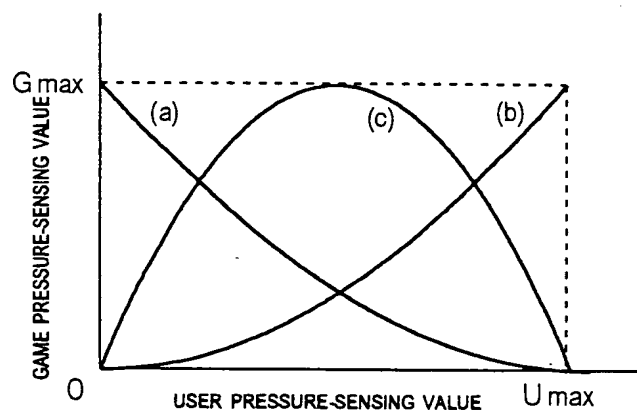
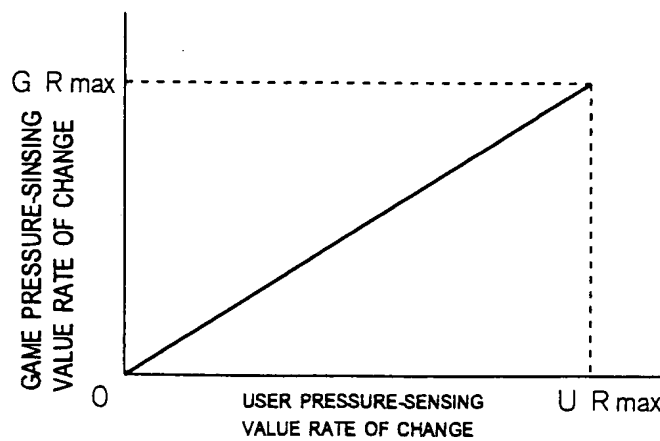


FIG. 1C



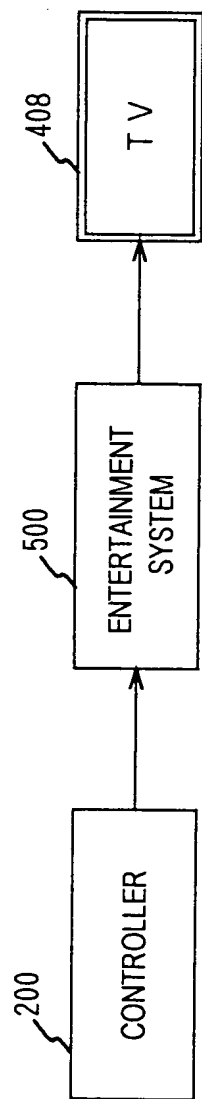


FIG. 2

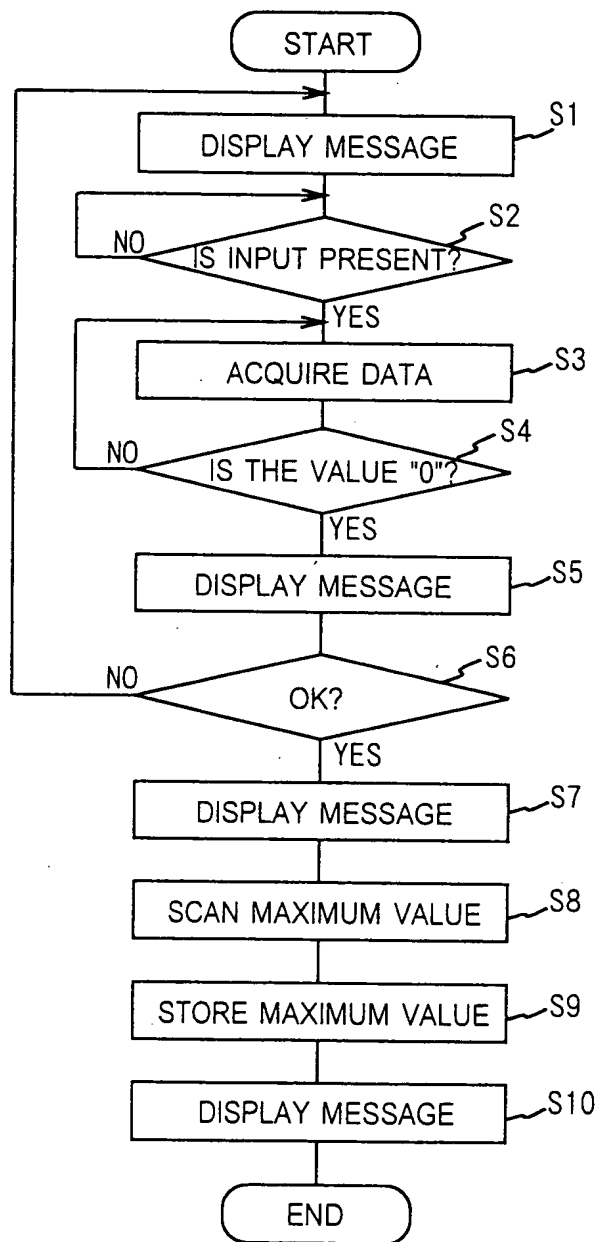


FIG. 3

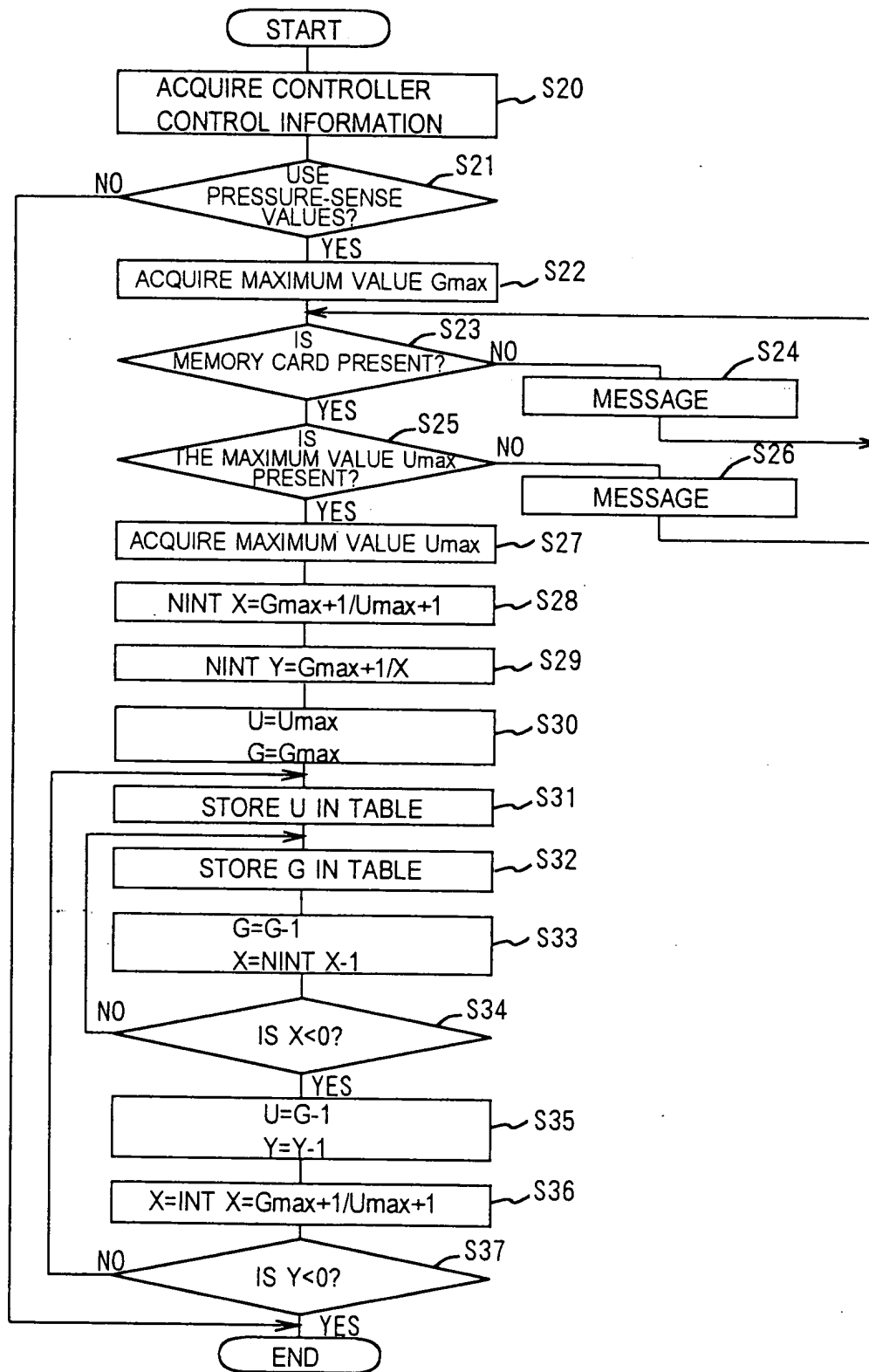


FIG. 4

| U | G |
|-----|---------|
| 0 | 0~15 |
| 1 | 16~25 |
| 2 | 26~35 |
| ... | ... |
| 23 | 236~245 |
| 24 | 246~255 |

FIG. 5

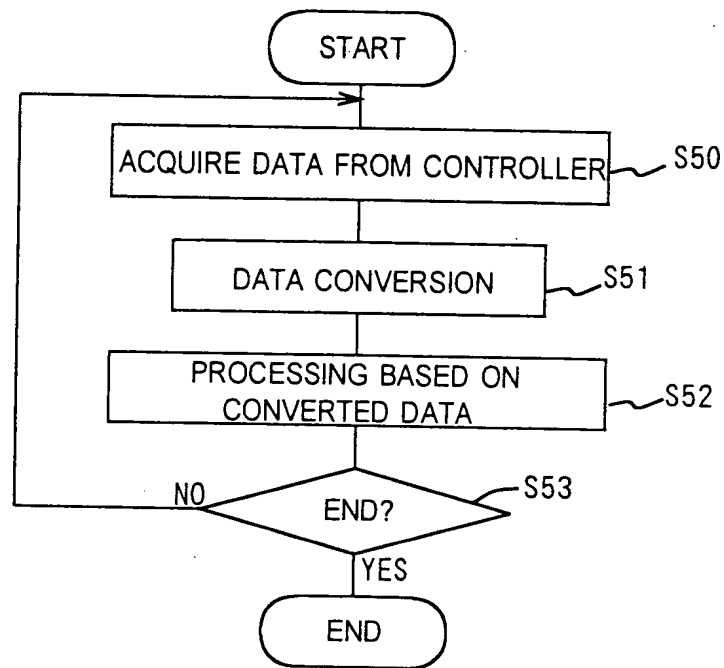


FIG. 6

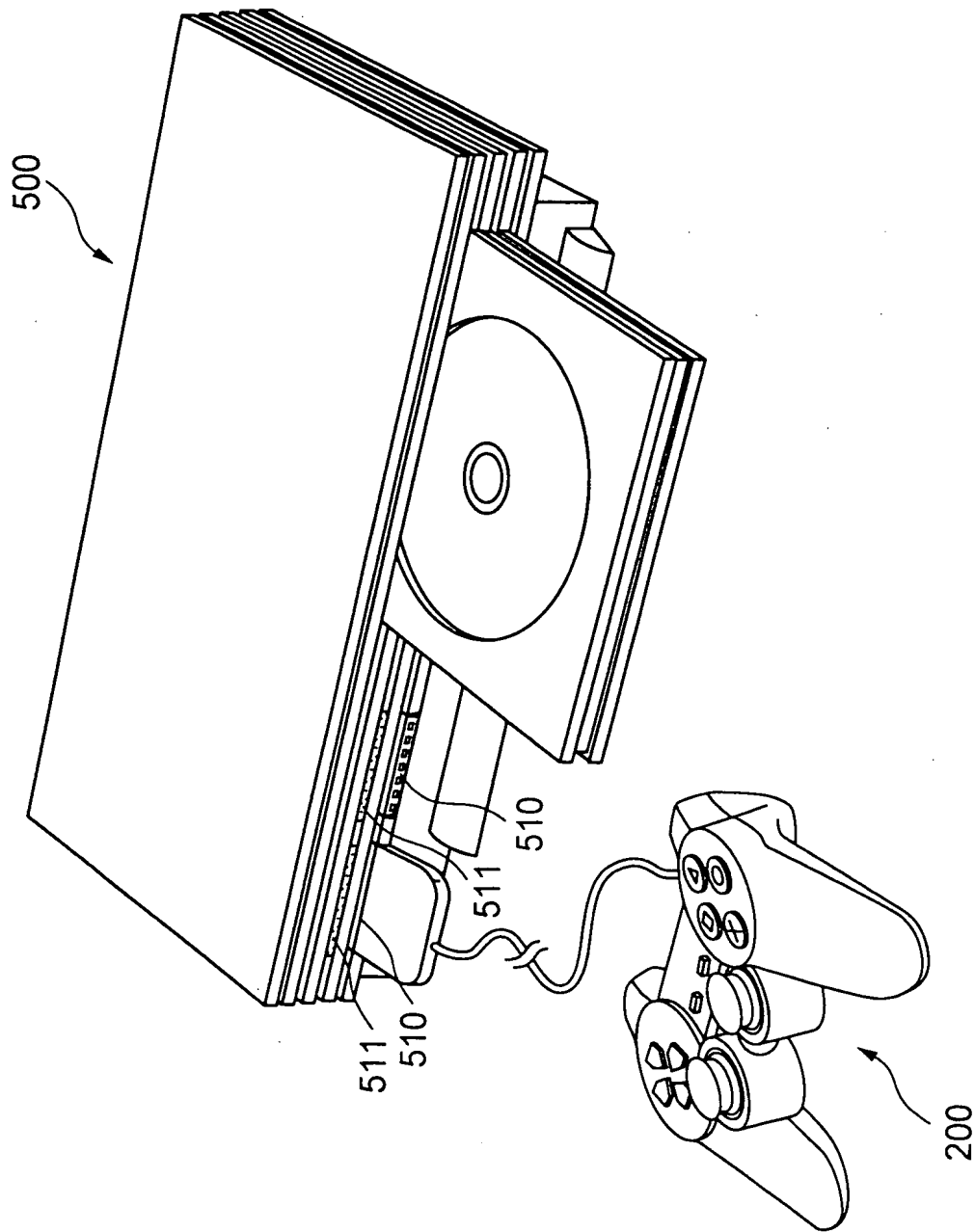


FIG. 7

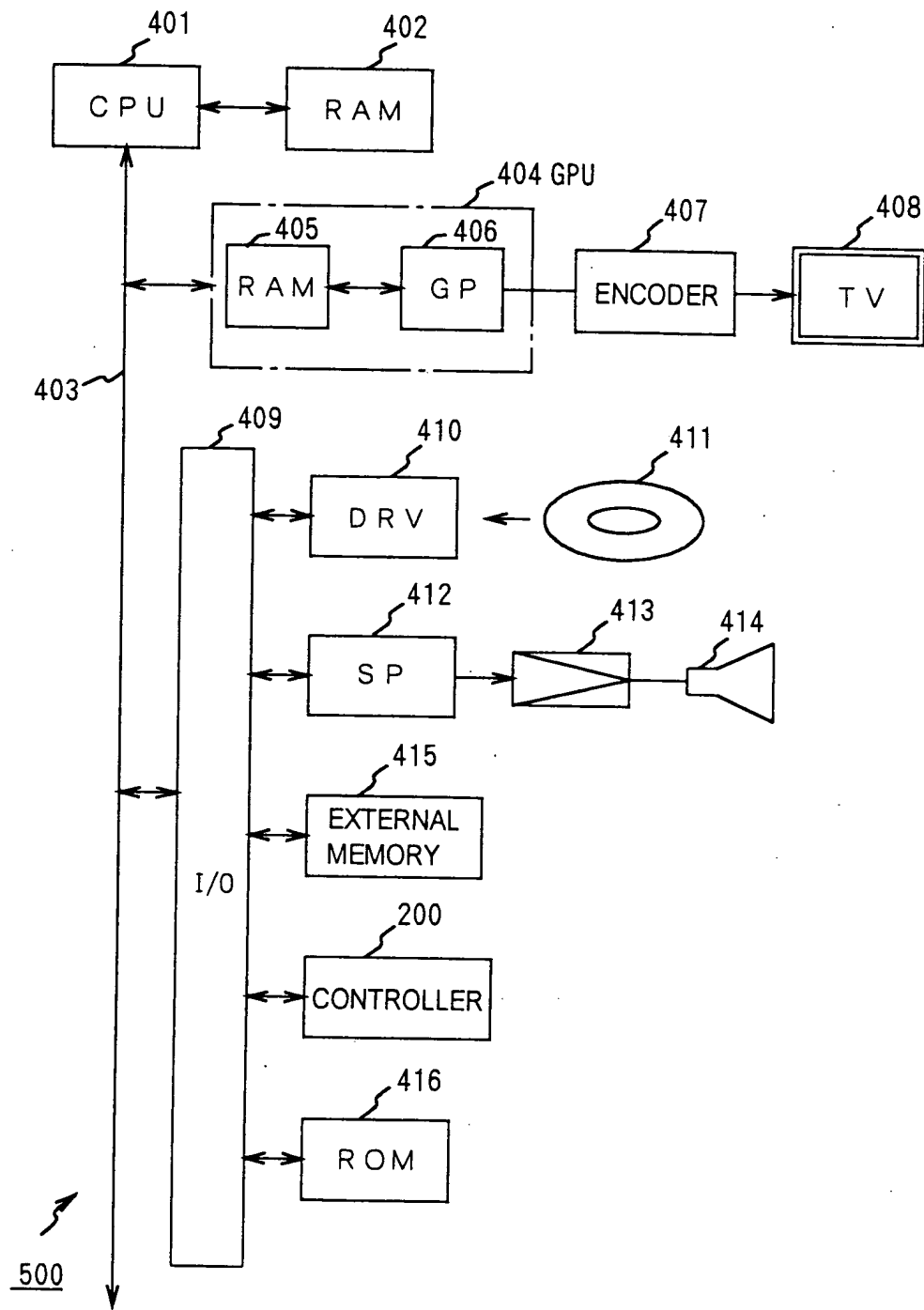


FIG. 8

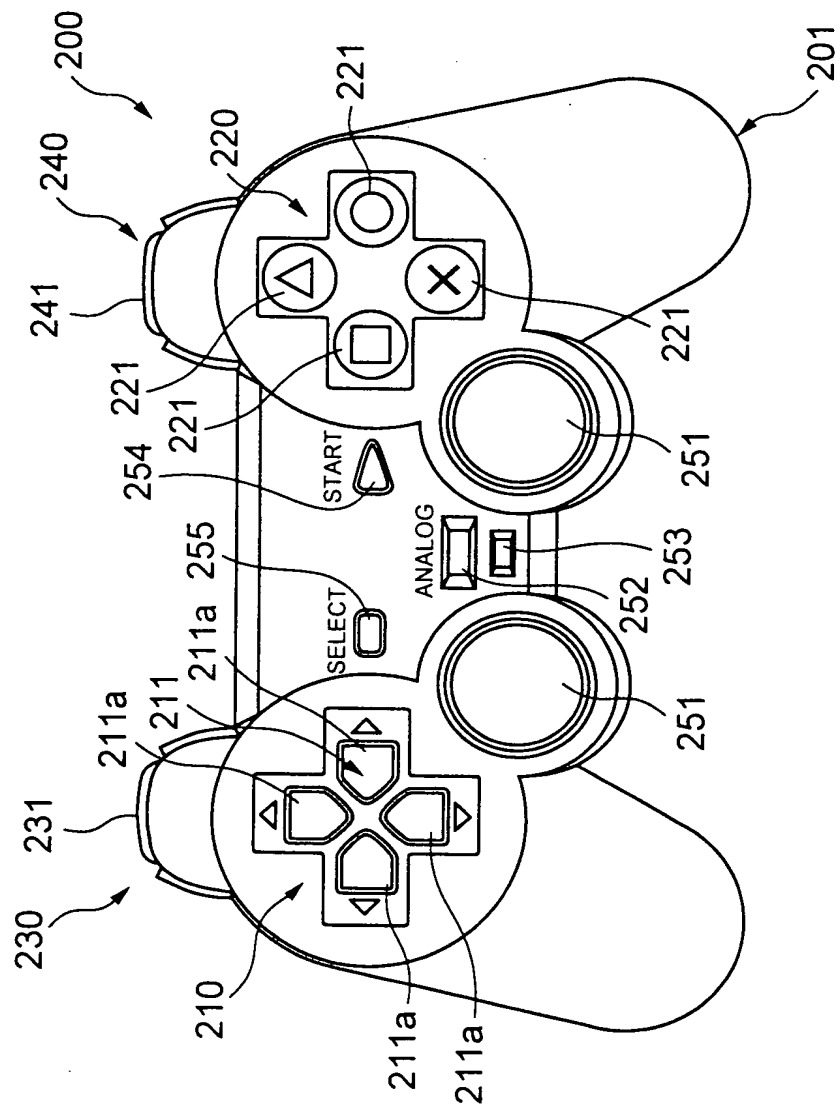


FIG. 9

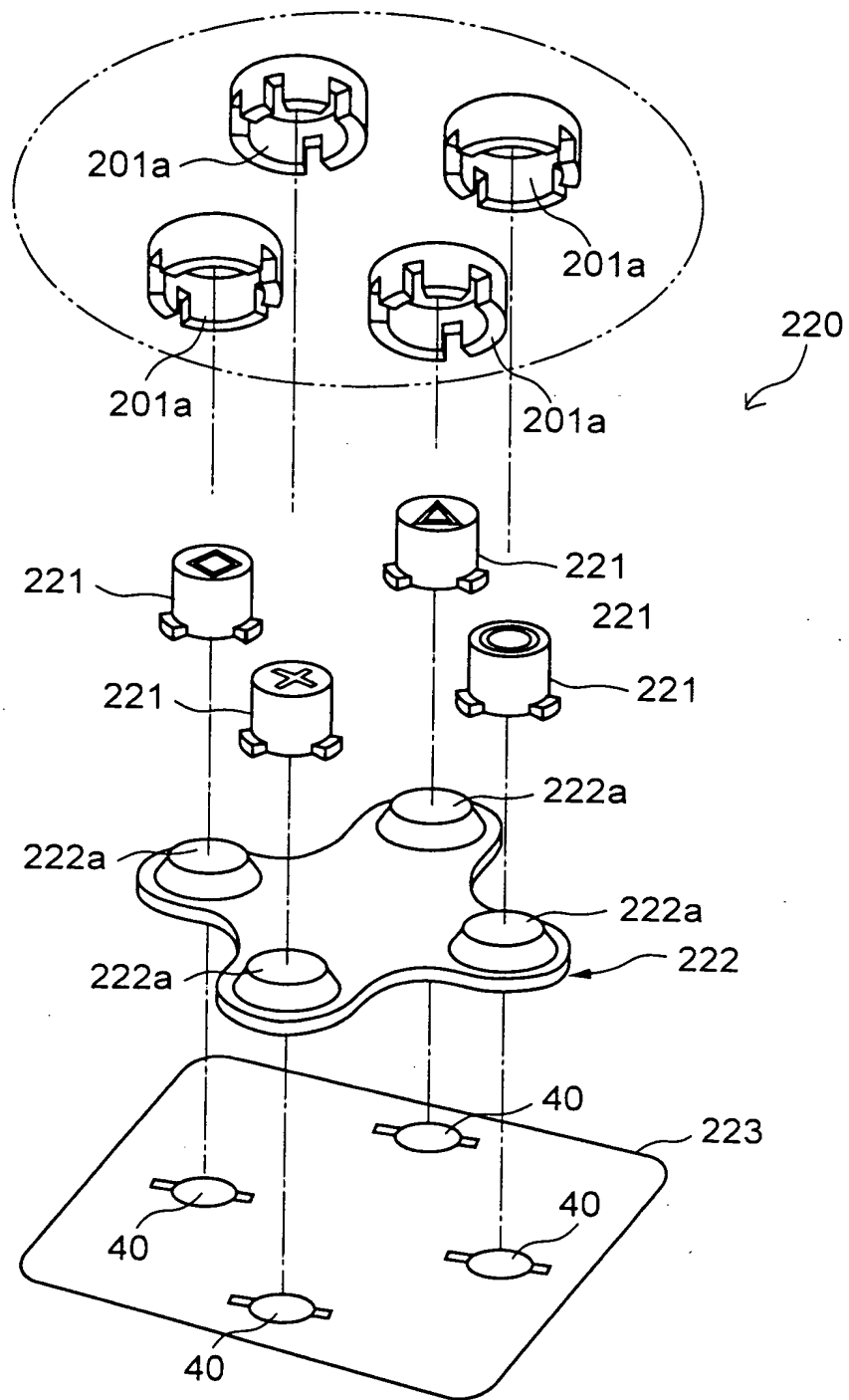


FIG. 10

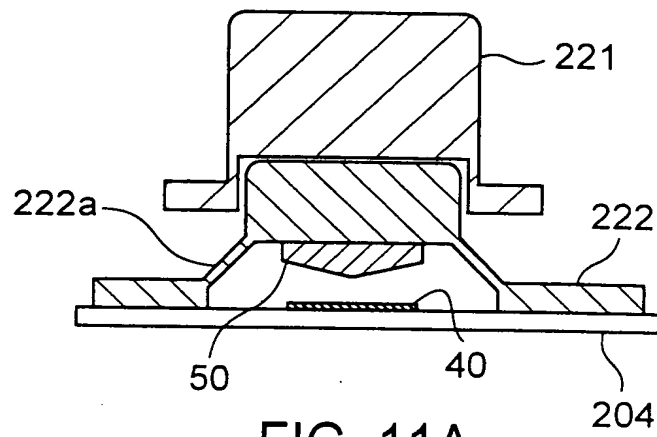


FIG. 11A

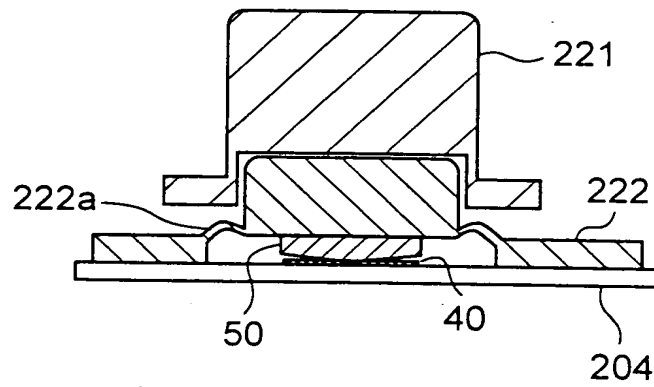


FIG. 11B

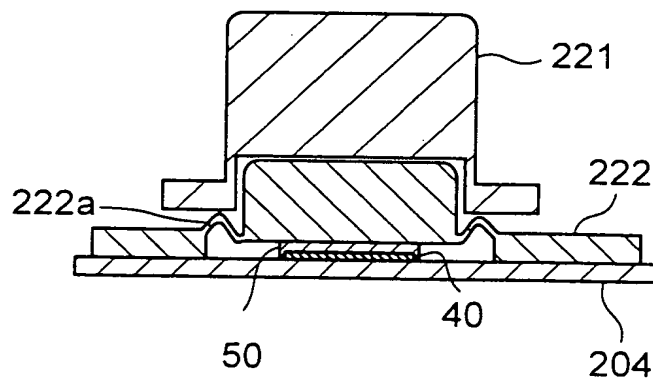


FIG. 11C

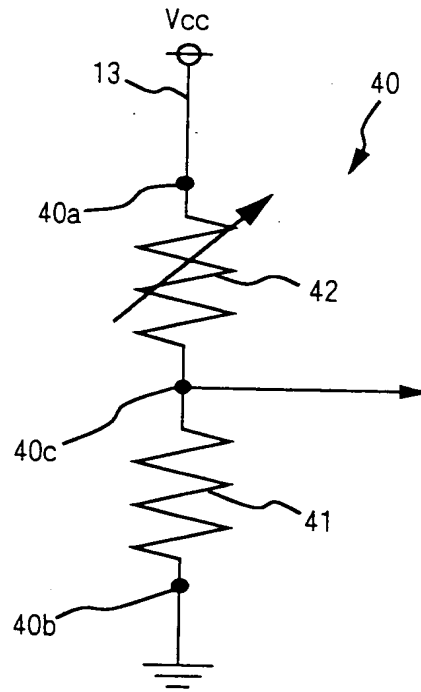


FIG. 12

FIG. 13 is a block diagram of an entertainment system 500. The system includes an interface 17, an A/D converter 16, a switch 18, and a sensor 40. The sensor 40 is connected to the A/D converter 16. The switch 18 is connected to the interface 17. The interface 17 is connected to the entertainment system 500.

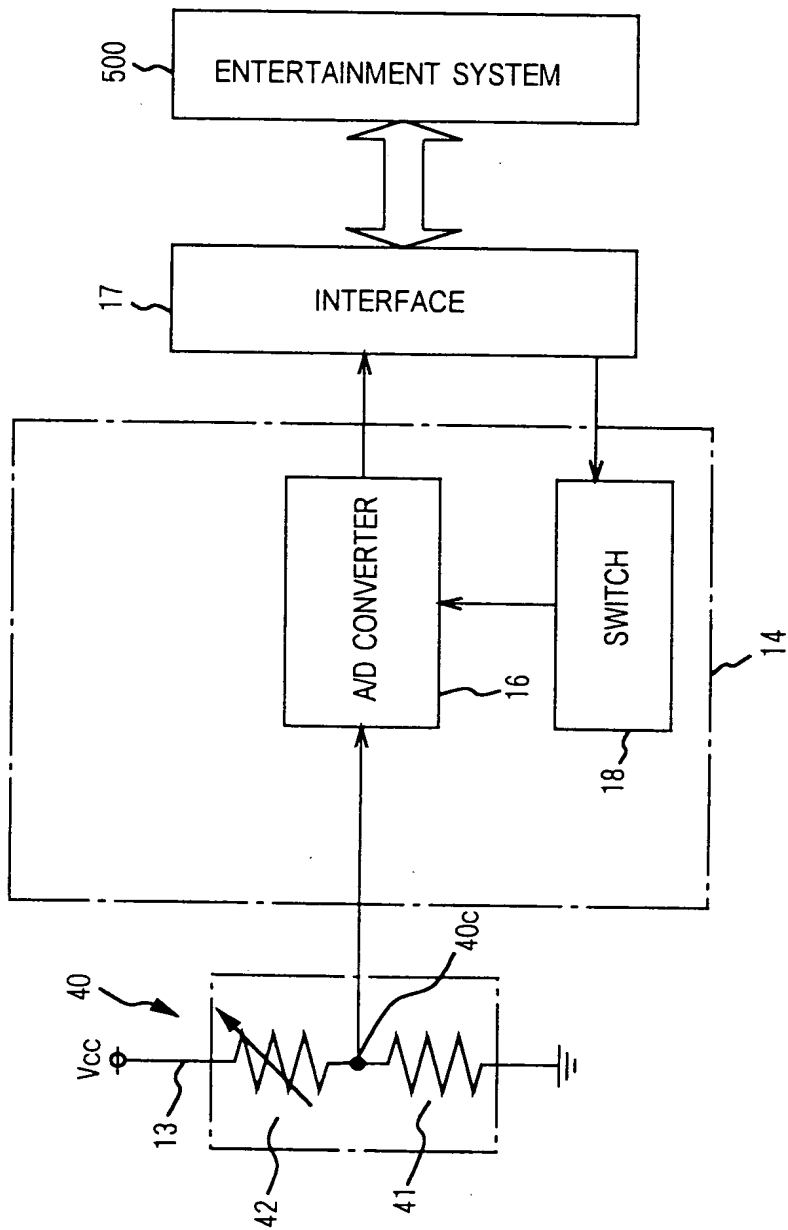


FIG. 13

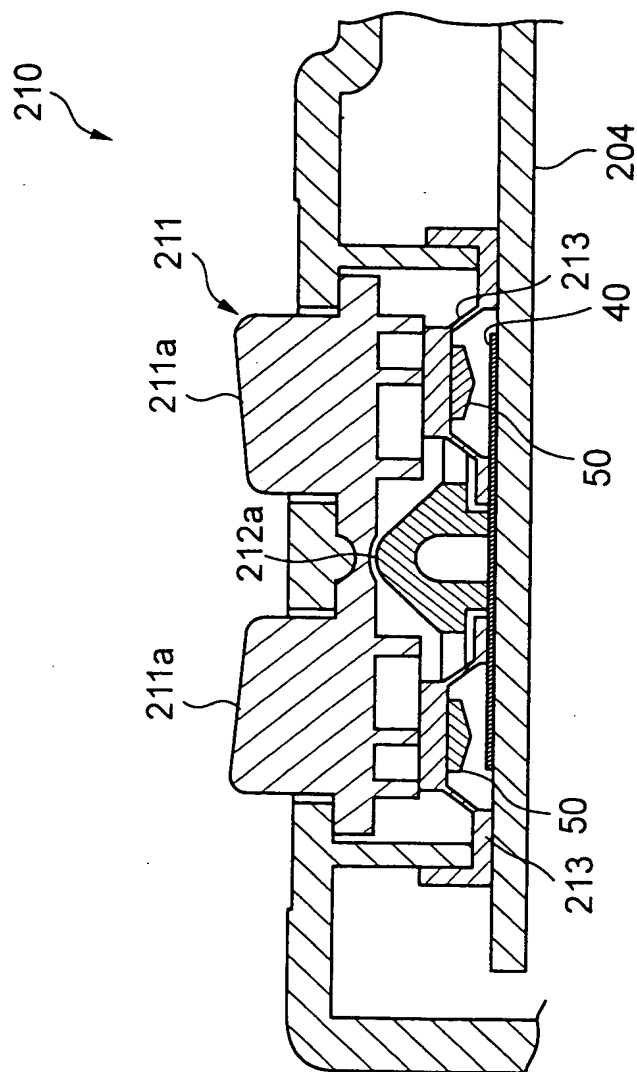


FIG. 15

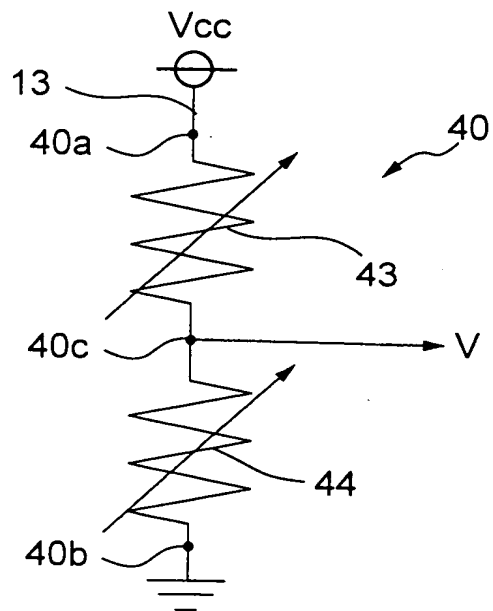


FIG. 16

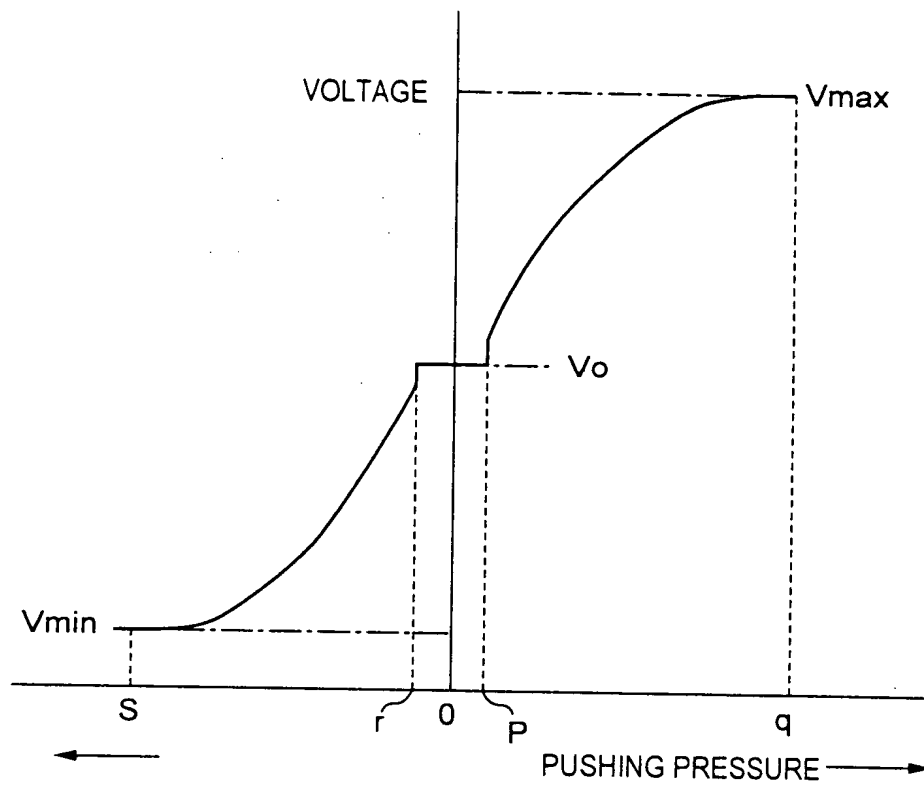


FIG. 17

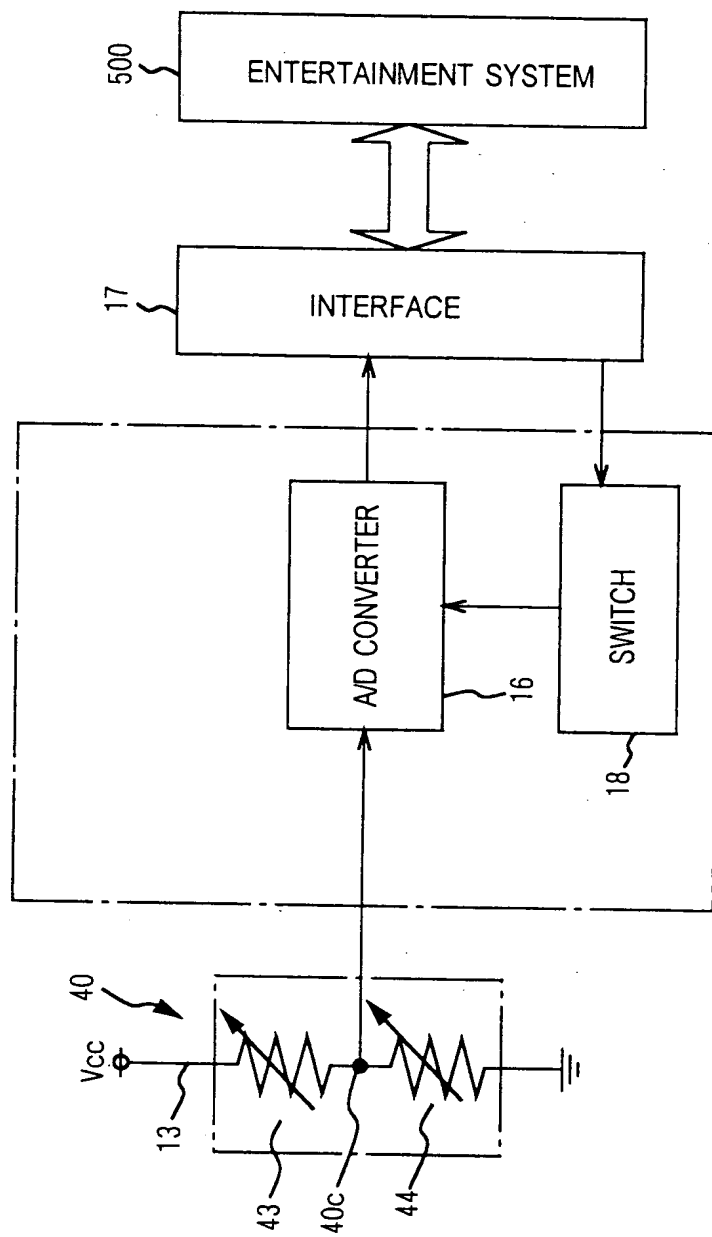


FIG. 18

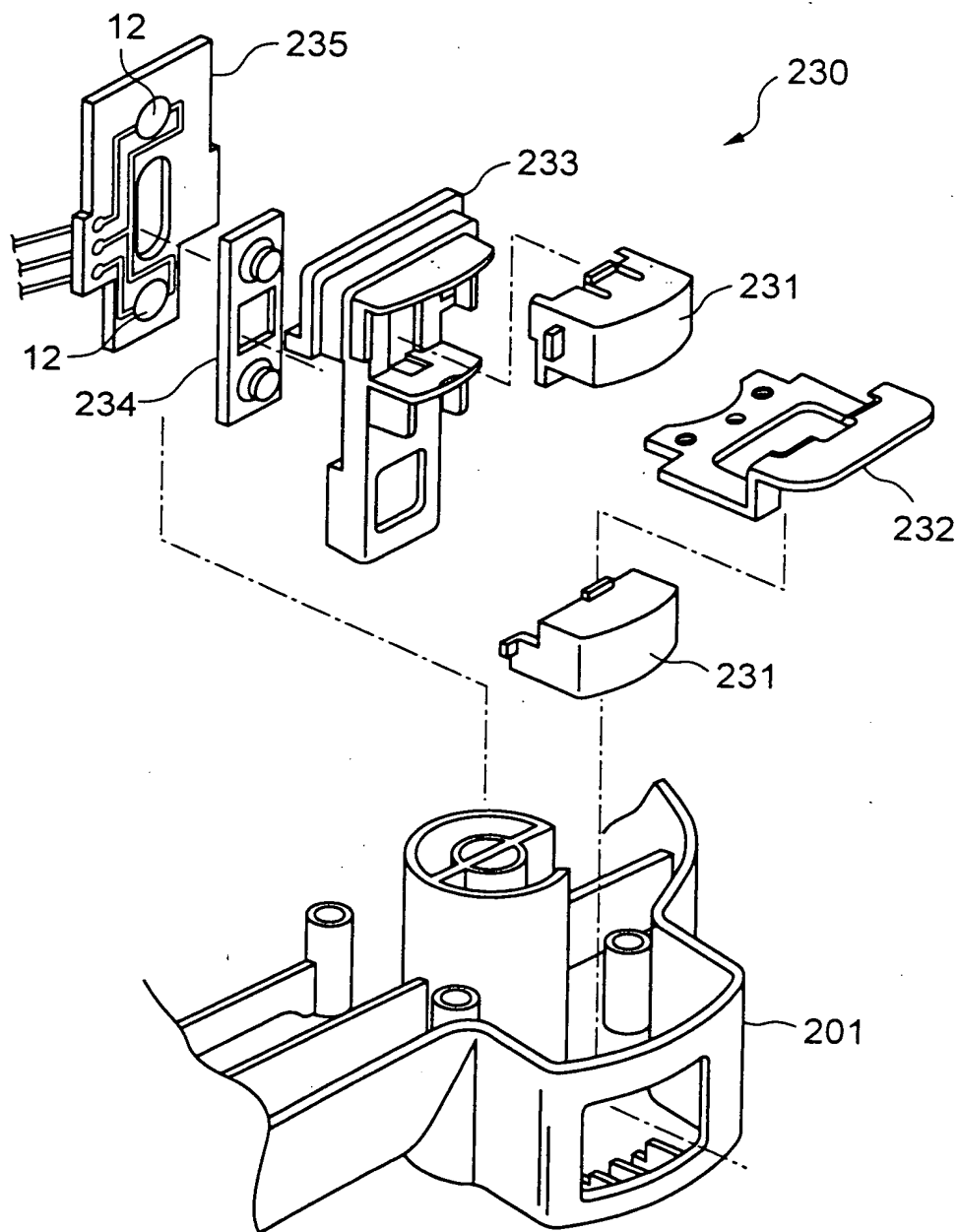


FIG. 19